



IN THE CLAIMS

Claims 1-9 (Canceled).

Claim 10 (Previously Presented): A method for executing a program stored on a memory cartridge, comprising:

providing a single memory cartridge storing each of at least one karaoke program and at least one game program

determining whether the memory cartridge is attached to a main body of a karaoke apparatus;

determining whether the memory cartridge is attached to a main body of a gaming apparatus that is separate from the karaoke apparatus;

if the memory cartridge is attached to the main body of a karaoke apparatus, selecting a karaoke program from the at least one karaoke program stored on the memory cartridge;

if the memory cartridge is attached to the main body of a gaming apparatus, selecting a game program from the at least one game program stored on the memory cartridge; and

executing the selected program.

Claim 11 (Previously Presented): The method of claim 10, wherein determining whether the memory cartridge is attached to a main body of a karaoke apparatus or to the main body of a gaming apparatus includes judging an identifier stored in a main body.

**Claim 12 (Previously Presented):** The method of claim 10, wherein each karaoke program and each game program stored on the memory cartridge corresponds to an identifier.

**Claim 13 (Previously Presented):** The method of claim 12, wherein, if the memory cartridge is attached to the main body of a karaoke apparatus, the selected karaoke program is selected based on the corresponding identifier.

**Claim 14 (Previously Presented):** The method of claim 13, wherein, if the memory cartridge is attached to the main body of a karaoke apparatus, the selected karaoke program corresponds to an identifier that is stored in the main body of the karaoke apparatus.

**Claim 15 (Previously Presented):** The method of claim 12, wherein, if the memory cartridge is attached to the main body of a gaming apparatus, the selected game program is selected based on the corresponding identifier.

**Claim 16 (Previously Presented):** The method of claim 15, wherein, if the memory cartridge is attached to the main body of a gaming apparatus, the selected game program corresponds to an identifier that is stored in the main body of the gaming apparatus.

Claim 17 (Previously Presented): The method of claim 10, wherein the memory cartridge also stores a start program, and wherein the start program determines whether the memory cartridge is attached to a main body of a karaoke apparatus or to the main body of a gaming apparatus by judging an identifier stored in a main body.

Claim 18 (Currently Amended): A method according to claim 10, further comprising a warning step wherein if a memory cartridge is not attached to the main body of the karaoke apparatus, selecting a warning message program stored in the main body of the karaoke apparatus, and executing the selected program; or if a memory cartridge is not attached to the main body of the gaming apparatus, selecting a warning message program stored in the main body of the gaming apparatus, and executing the selected program for operating a karaoke apparatus, comprising:

~~determining whether a memory cartridge is attached to a main body of the karaoke apparatus;~~

~~if a memory cartridge is attached to the main body of the karaoke apparatus, selecting a karaoke program from the programs stored in the memory cartridge, the programs stored in the memory cartridge including at least one karaoke program;~~

~~if and only if a memory cartridge is not attached to the main body of the karaoke apparatus, selecting a warning message program stored in the main body of the karaoke apparatus; and~~

~~executing the selected program.~~

Claim 19 (Canceled)

Claim 20 (Previously Presented): A system for executing a program stored on a memory cartridge, the memory cartridge storing at least one karaoke program and at least one game program, comprising:

means for determining whether the memory cartridge is attached to a main body of a karaoke apparatus;

means for determining whether the memory cartridge is attached to a main body of a gaming apparatus that is separate from the karaoke apparatus;

means for selecting a karaoke program from the at least one karaoke program stored on the memory cartridge, the programs stored in the memory cartridge including at least one game program and at least one karaoke program, if it is determined that the memory cartridge is attached to the main body of a karaoke apparatus;

means for selecting a game program from the at least one game program stored on the memory cartridge if it is determined that the memory cartridge is attached to the main body of a gaming apparatus; and

means for executing the selected program.

Claims 21-22 (Canceled)

Claim 23. (New) A method for executing a program stored on a memory cartridge according to claim 10, further comprising:

providing common music data, said common music data being common to both the karaoke program and the game program; and

wherein executing the selected program, includes accessing the common music data.

**Claim 24. (New)** A system for executing a program stored on a memory cartridge according to claim 20, further comprising:

common music data, said common music data being common to both the karaoke program and the game program, wherein the common music data are available for execution of the karaoke program and the game program.